

If any one of these areas is open we will drive, pass and pivot to endeavor to find the weak spot. If they are all covered we will then drive off to the side and pass back to one of the guards. The quarterback at this juncture will say, "Set 'em up", and all our offensive players will move into a set position. The forwards will set themselves in their respective corners ten feet from the side line and ten feet from the end line. The quarterback will be in the offensive end of the court eight feet in front of the division line, and the two guards will be ten feet from their respective side lines and eight feet from the division line. We are now ready for play. At a given signal, by word of mouth or gesture, the quarterback will call a play and the entire team will start in motion. We now start a game of basketball checkers. By quick sharp movements one of the offensive players will move to a position that will permit him to screen off an opponent. The ball is passed quickly in an opposite direction, and if good precision and timing have been accomplished an offensive player will merge a half a step ahead of his opponent. It is planned that this offensive player shall receive the ball at the proper time and in this way the player will be free enough for a cut toward the goal.

When we are fast breaking we have a simple rule to follow: We draw an imaginary line down the center of the court and use two imaginary lines six feet from each side line. If a player ^{with the ball} is nearer the side line he dribbles or passes forward at a forty-five degree angle toward the center of the court to a teammate who is going down the center imaginary line. When the player in the center of the court has the ball he dribbles or passes out to the left or right at a ^{-five} forty degree angle toward the side line, and the passer always cuts behind the teammate to whom he passes. In this way the players pass at angles and run in curves.

It is not an easy thing to teach perfect timing and perfect passing, but it is something that all of us can aim at, and in this way we can clearly